AMENDMENTS TO THE CLAIMS:

The following listing of claims supersedes all prior versions and listings of claims in this application:

1. (Currently Amended) A method of streaming ~~video signals~~ a sequence of video frames from a server to a client device, said method comprising ~~the steps of~~ using said server to effect:

capturing and/or storing [[a]] each video frame ~~or a series of video frames~~ in said sequence of video frames, each frame comprising a matrix of "m" pixels by "n" pixels[[,]];

compressing ~~the or~~ each said m by n frame to a respective derived frame of "p" pixels by "q" pixels, where p and q are respectively substantially less than m and n, for display on a screen of said client device which is capable of displaying a frame of at least p pixels by q pixels[[,]];

transmitting [[the]] at least one derived frame [[and]] to said client device;

receiving, from the client device, signals defining a preferred selected viewing area of less than m by n pixels, said signals including data defining a preferred location within the m pixel by n pixel frame of said preferred selected viewing area;

compressing ~~the selected viewing area to a further derived frame or series of further derived frames of p pixels by q pixels~~ subsequent video frames in the sequence of m pixel by n pixel video frames to a further derived sequence of p pixel by q pixel frame sin accordance with the received selected viewing area; and transmitting the further derived sequence of frames to the client device for display on the screen of the client device ~~characterised in that the received signals include data defining a preferred location within the transmitted further derived frame which determines the location within the m pixel by n pixel frame from which the next further derived frame is selected~~.

2. (Original) A method according to Claim 1 in which the received signals also define a zoom level comprising a selection of one from a plurality of offered effective zoom levels each selection defining a frame comprising at least p pixels by q pixels but not more than m pixels by n pixels.

3. (Previously Presented) A method according to Claim 1 in which the received signals are used to cause movement of the transmitted frame from a current position to a new position on a pixel by pixel basis.

4. (Previously Presented) A method according to Claim 1 in which the received signals are used to cause movement of the transmitted frame on a frame area selection basis.

5. (Original) A method according to Claim 1 in which the frame to be transmitted is automatically selected by detecting an area of apparent activity within the major (M by N) frame and transmitting a smaller frame surrounding that area.

6. (Previously Presented) A method according to claim 1 in which received control signals are used to select one of a plurality of pre-determined frame sizes and/or viewing angles.

7. (Original) A method according to claim 6 in which the control signals are used to move from a current position to a new position within the major frame and to change the size of the viewed area whereby detailed examination of a specific area of the major frame may be achieved.

8. (Original) A method according to Claim 7 in which the selection is by means of a jump function responsive to control functions to select a different frame area within the major frame in dependence upon the location of a pointer.

9. (Original) A method according to Claim 7 in which the selection is by means of a scrolling function, control signals causing frame movement on a pixel by pixel basis.

10-13. (Cancelled)

14. (Currently Amended) A server comprising:
a computer or file server (1) having access to a plurality of video stores, (4) each of which stores a sequence of video frames, each of which frames each comprise comprises a matrix of "pixels by "n" pixels ; and/or connection to a camera (2) for capturing images to be transmitted and a digital image store (3) in which such images are held as a series of video frames each frame comprising a matrix of "m" pixels by "n" pixels ;

the computer (1) including means (9) to compress each said m by n frame to a derived frame of "p" pixels by "q" pixels, where p and q are respectively substantially less than m and n, for display on a screen (6) of said client device capable of displaying a frame of at least p pixels by q pixels, and causing the or to cause each frame to be transmitted[[.]];

the server (1) being responsive to received signals defining a preferred selection of viewing area of less than m by n pixels and signals defining a preferred location within an earlier transmitted frame to select the location within the m by n major frame from which the next p by q derived frame is transmitted, to cause compression of the selected viewing area to a further derived frame or series of further derived sequence of frames of p pixels by q pixels and causing to cause the transmission of the further

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derived frames for display <u>on the screen of the client device</u> ~~characterised in that the server (1) is responsive to data signals defining a preferred location within an earlier transmitted frame to select the location within the m by n major frame from which the next p by q derived frame is transmitted.~~

15. (Currently Amended) A server as claimed in Claim 14<u>, further comprising a camera for capturing images to be transmitted and a digital image store in which such images are held as a series of video frames, each frame comprising a matrix of "m" pixels by "n" pixels,</u> in which images captured by the camera ~~(2)~~ are stored in the digital image store ~~(3)~~, the <u>server</u> computer ~~(1)~~ being responsive to control signals received from terminal apparatus ~~(6,7)~~ to move from a current position to a new position within a stored major [[(]]m x n[[()]] frame and to compress a selected area at the new position so that movement through the viewed area may be performed by the user at a specific instant in time if live action viewing indicates a view of interest potentially beyond or partially beyond a current viewing frame.

16. (Currently Amended) A server as claimed in Claim 14 in which the computer ~~(1)~~ runs a plurality of instances of a selection and compression program ~~(9)~~ to enable respective transmissions to different users to occur.

17. (Currently Amended) A server as claimed in Claim 16 in which each instance of the selection and compression program provides a selection from a camera source ~~(2)~~ or stored images from one of said video stores ~~(4)~~.

18. (Currently Amended) A server as claimed in claim 14 in which ~~the digitised~~ <u>a</u> <u>digitized major frame</u> image from the camera ~~(2)~~ or video store ~~(4) (major frame)~~ is pre-selected and divided in to a plurality of frames each of which is simultaneously available

to switch means (15) responsive to customer data input (16) to select which of said frames is to be transmitted.

19. (Currently Amended) A server as claimed in Claim 18 in which the selected ~~digitised~~ digitized image passes through a codec (17) to provide a packaged bit stream for transmission to a requesting customer.

20. (Currently Amended) A server as claimed in Claim 18 in which each of the plurality of frames is converted to a respective bit stream ready for transmission to a requesting customer a switch (15) selecting, in response to customer data input (16), the one of the bit streams to be transmitted.

21. (Currently Amended) A server as claimed in claim 14 in which the computer is responsive to customer input signalling defining selection of a part frame to be viewed from a major frame, the server (1) responding to a customer data packet requesting a transmission by transmitting a compressed version of the major frame (12) or a pre-selected area (13,14) from the major frame and responds to subsequent customer data signals defining a preferred location of viewing frame to cause transmission of a bit stream defining a viewing frame at the preferred location.

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